

TERROR WAR

Events booklet (revised November 2009)

11.2 OTHER ARAB STREET MODIFIERS

All are one-time adjustments, unless otherwise noted.

Roll Die if Iran uses it's nuke. Add 1 on a '5' or '6', subtract '2' on any other result.

Add 1 if U.S. chooses Strategy 3 and withdraws from a previously invaded nation.

Add 1 If U.S. invades Pakistan.

Add 1 If Hezbollah missile strike successful.

Add 1 If Iranian, Syrian or Pakistani conventional strike succeeds.

Add 1 Each time a Terror Strike succeeds

Add 1 If U.S. invades Iraq

Subtract 1 if bin Laden killed

Subtract 1 each time U.S. uses a DO to conduct Propaganda and rolls a 1 or 2 (see 9.11).

Subtract 1 each time Pacification is achieved (see 10.11. Ignore if U.S. insurgent marker).

Subtract 2 if and when U.S. achieves Energy Independence

Some Events may be ameliorated by CIA - see 8.7.

10.4.2 COMBAT Table

Die	Differential				
Roll	0	+1	+2	+3	+4
1	-	-	-	-	1
2	-	-	-	1	2
3	-	-	1	1	2
4	-	1	1	1	2
5	-	1	1	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8+	2	3	3	3	4

= Number of units lost - = no effect

TERROR WAR

RANDOM EVENTS TABLE FOR YEARS 2001 - 2007

<u>DIE ROLLS</u>	<u>EVENT</u>	<u>ARAB STREET ADJUSTMENT</u>
<u>1-1</u>	al Qaeda Uses Weapons of Mass Destruction They must get them first See 8.7, 12.2.	
<u>1-2</u>	Far East War Ignore if rolled again See 11.8 Place marker on turn track. Roll for second Random Event	
<u>1-3</u>	U.S. loses basing rights. See 11.3, determine which base, and roll for result.	
<u>1-4</u>	U.S. action results in severe civilian casualties See 11.16 for full instructions.	Add 1 if in Iraq
<u>1-5</u>	Indo-Pakistani War Ignore if rolled again See 11.4. Place marker on turn track. Roll for second Random Event	Add 2 - Pakistan collapses
<u>1-6 to 2-3</u>	Al Qaeda Terror Strikes attempted See 8.7, 12.1. Roll for second Random Event	
<u>2-4</u>	Terror Cells in Far East a Threat See 11.23	
<u>2-5 to 2-6</u>	Al Qaeda/Taliban offensive in Afghanistan See 11.19.	
<u>3-1 to 3-4</u>	Al Qaeda Operation in Iraq See 11.20	
<u>3-5</u>	Civil War See 11.9 Roll for second Random Event	Add 1 if in Iraq or Pakistan affected
<u>3-6 to 4-1</u>	U.S. Must Change Strategy at next opportunity See 5.0, 11.27	
<u>4-2</u>	U.S. Side Economic Collapse Ignore if rolled again See 7.5 for instructions. Roll for second Random Event <u>if Collapse does not occur</u>	
<u>4-3 to 4-6</u>	Economic Boom +3 EP to U.S. track this turn (Collapse negates event)	Subtract 1
<u>5-1</u>	Israeli-Syrian War Ignore if rolled again. See 11.6. Place marker. Roll for second Random Event	Add 2
<u>5-2</u>	Arab-Israeli War Ignore if rolled again. See 11.7 Prerequisite is a Syrian - Israeli War.	Add 3
<u>5-3</u>	Israeli preemptive strike on Iran Ignore if rolled again. See 11.10, 10.9, Strike Table.	
<u>5-4</u>	U.S. must check for Broken Force Ignore if rolled again. See 11.13	
<u>5-5</u>	Pakistani Government Collapse Ignore if rolled again. See 8.7, 11.15. Roll for second Random Event	Roll die: Add 1 on a 5 - 6
<u>5-6 to 6-2</u>	Hezbollah-Israeli conflict See 11.14.	Add 1
<u>6-3</u>	Palestinians and Israel near Peace Accord See 11.12	Subtract 3 IF Accord made
<u>6-4</u>	Insurrection in an Arab Ally See 11.17	
<u>6-5</u>	Gulf War ignore if rolled again See 11.11	Subtract 2
<u>6-6</u>	Bin Laden Fortuitously found See 8.7, 11.24	

NOTES:

Underlined Event numbers indicate the Event may be ameliorated by Diplomacy, see 9.10

Some Events may be ameliorated by CIA, see 8.7

RANDOM EVENTS TABLE FOR YEARS 2008 - 2012

<u>DIE ROLLS</u>	<u>EVENT</u>	<u>ARAB STREET ADJUSTMENT</u>
<u>1-1</u>	al Qaeda Uses Weapons of Mass Destruction They must get them first, see 8.7, 12.2.	
<u>1-2 to 1-3</u>	Far East War Ignore if rolled again See 11.8 Place marker on turn track. Roll for second Random Event	
<u>1-4</u>	U.S. loses basing rights. See 11.3, determine which base, and roll for result..	
1-5	U.S. action results in severe civilian casualties See 11.16 for full instructions.	Add 1 if in Iraq
<u>1-6</u>	Indo-Pakistani War Ignore if rolled again. See 11.4. Place marker on turn track. Roll for second Random Event	Add 2 - Pakistan collapses
2-1 to 2-2	Al Qaeda Terror Strikes attempted See 8.7, 12.1. Roll for second Random Event	
2-3 to 2-5	Al Qaeda/Taliban offensive in Afghanistan See 11.19.	Add 1
2-6	Corruption in Afghani Elections See 11.21	
3-1 to 3-2	Al Qaeda Operation in Iraq See 11.20	
3-3	U.S. Must Change Strategy at next opportunity See 5.0, 11.27	
3-4	Civil War See 11.9 Roll for second Random Event	Add 1 if Iraq or Pakistan affected
3-5	Increased Diplomatic Emphasis Ignore if rolled again See 11.25.	Subtract 1 this turn only
3-6 to 4-2	U.S. Side Economic Collapse Ignore if rolled again. See 7.5 for instructions. Roll for second Random Event <u>if Collapse does not occur</u>	
<u>4-3 to 4-4</u>	Korean Conflict Ignore if rolled again. See 11.5 Place marker on Year track. Impacts 'Far East War' event. Roll for second Random Event	
4-5	North Korea Collapses Ignore the event 'Korean Conflict' if it is rolled in future.	
4-6	Iranian Nuclear Weapons See 11.26.	Subtract 1
<u>5-1 to 5-3</u>	Israeli pre-emptive strike on Iran Ignore if rolled again. See 11.10, 10.9, Strike Table.	
<u>5-4 to 5-5</u>	Pakistani Government Collapse Ignore if rolled again. See 8.7, 11.15. Roll for second Random Event	Roll die: Add 1 on a 6
<u>5-6 to 6-1</u>	U.S. must check for Broken Force Ignore if rolled again. See 11.13	
<u>6-2</u>	Somali Pirates Cause Havoc See 11.22	
6-3	Palestinians and Israel near Peace Accord. See 11.12	Subtract 3 IF Accord Made
6-4	Insurrection in an Arab Ally. See 11.17	
<u>6-5</u>	Gulf War ignore if rolled again See 11.11	Subtract 2
6-6	Bin Laden fortuitously found See 8.7, 11.24	

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RANDOM EVENTS TABLE FOR YEARS 2013 - 2020

<u>DIE ROLLS</u>	<u>EVENT</u>	<u>ARAB STREET ADJUSTMENT</u>
<u>1-1 to 1-2</u>	al Qaeda Uses Weapons of Mass Destruction. They must get them first, see 8.7, 12.2.	
<u>1-3</u>	Far East War Ignore if rolled again See 11.8 Place marker on turn track. Roll for second Random Event	
<u>1-4</u>	U.S. loses basing rights See 11.3, determine which base and roll for result.	
<u>1-5</u>	Indo-Pakistani War Ignore if rolled again. See 11.4. Place marker on turn track. Roll for second Random Event	Add 2 - Pakistan collapses
1-6 to 2-3	Al Qaeda Terror Strikes attempted See 8.7, 12.1. Roll for second Random Event	
2-5 to 2-6	Al Qaeda Operation in Iraq See 11.20	Add 1
2-6 to 3-1	Al Qaeda/Taliban offensive in Afghanistan See 11.19.	
3-2	U.S. Must Change Strategy at next opportunity See 5.0, 11.27	
<u>3-3</u>	Korean Conflict Ignore if rolled again. See 11.5 Place marker on Year track. Impacts 'Far East War' event. Roll for second Random Event	
3-4 to 3-5	North Korea Collapses Ignore the event 'Korean Conflict' if it is rolled in future.	
3-6	Economic Boom +3 EP to U.S. track this turn (Collapse negates event)	Subtract 1
<u>4-1</u>	Israeli-Syrian War Ignore if rolled again. See 11.6. Place marker. Roll for second Random Event	Add 2
<u>4-2</u>	Arab-Israeli War Ignore if rolled again. See 11.7 Prerequisite is a Syrian - Israeli War.	Add 3
4-3	U.S. must check for Broken Force Ignore if rolled again. See 11.13	
<u>4-4 to 4-5</u>	Pakistani Government Collapse Ignore if rolled again. See 8.7, 11.15. Roll for second Random Event	Roll die: Add 1 on a 6
4-6	Hezbollah-Israeli conflict Ignore if rolled again. See 11.14. Ignore if rolled again.	Add 1
5-1 to 5-2	Palestinians and Israel near Peace Accord See 11.12	Subtract 3 IF Accord made
5-3 to 5-6	Insurrection in an Arab Ally See 11.17	
<u>6-1 to 6-2</u>	Gulf War ignore if rolled again See 11.11	Subtract 2
<u>6-3</u>	European War See 11.18 Roll for second Random Event	
6-4	Iranian Nuclear Weapons See 11.26	Subtract 1
6-5 to 6-6	Bin Laden Fortuitously found See 8.7, 11.24	

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